Introduction

Introducing ACID Style

Pat yourself on the back: you are now in possession of the most revolutionary piece of software available for Windows! Stockpile food around the computer and take one last trip to the bathroom, because once you experience Sonic Foundry's ACID Style, you won't be able to pull yourself away.

ACID Style is an amazing new tool that makes the production, arranging and editing of loop-based music easier than ever before. ACID Style allows you to take the tedious hours of Loop and sample matching out of the music-making equation and opens the doors wide for creativity.

Using this Manual

In developing ACID Style, one of our primary goals was to make the interface as easy to use as possible. However, some features may not be immediately apparent, so we hope you take some time to at least page quickly through the manual. That way, you won't miss any of ACID Style's creative potential.

The manual is separated into five major chapters: Introduction, Quick Start, ACID Style Tutorial, ACID Style Reference, and Frequently Asked Questions. These chapters are explained in greater detail below:

Introduction

This section contains information for installation and online registration.

Quick Start

This section contains the basic information for those who like to learn by experience. This section will get you going, but we recommend that you look at the other sections of this manual at some point so as not to miss any important features.

ACID Style Tutorial

This section contains a "how to" approach to using ACID Style. You'll probably want to start here to learn everything there is to know about ACID Style.

ACID Style Reference

This section contains descriptions of each control in ACID Style. Check here to answer specific questions like, "I wonder what that button does?".

Frequently Asked Questions

This section offers answers to some of the more frequently asked questions about ACID Style.

Getting Started

Thank you for purchasing ACID Style and for your continued support of Sonic Foundry products.

note

The first thing you should do is to register ACID Style by filling out the registration card and returning it to Sonic Foundry within 30 days of purchase. You will also be given the option to register online via our web site at the end of the installation process, if you prefer.

You must be registered for us to provide you with technical support and upgrade information. Also, we want to be able to let you know about additional products and updates as they become available.

System Requirements

In order to use ACID Style, you must have a computer equipped with the following:

- Pentium 133 microprocessor or Alpha AXP microprocessor
- Microsoft Windows 9x or Windows NT 4.0 or later
- Windows-compatible sound card
- VGA display
- CD-ROM drive
- 32 MB RAM
- 5 MB hard-disk space for program installation

Installation

To install ACID Style on your computer, you need to run a program called SETUP.EXE, which you will find on the ACID Style CD. As with most Windows setup utilities, this program automatically creates any necessary directories and copies all files required by ACID Style to your computer.

> *ACID Style requires Microsoft DirectX Media 5.2a or higher to be installed on your computer. The setup program will notify you if it does not detect DirectX Media 5.2a or higher on your computer, and will prompt you to install it from the ACID Style CD-ROM.*   **note**

Here's all you need to do to install ACID Style:

1. After you place the ACID Style CD-ROM in the CD-ROM drive, AutoPlay launches an installation menu. Press **Install** and follow the instructions that appear on your screen.

   If you have disabled the CD-ROM AutoPlay feature, type "Setup" from the **Run** option in the Windows **Start** menu by typing E:\SETUP, where E is the letter of your CD-ROM drive. Press **Install** and follow the instructions that appear on your screen.

note

There are hundreds of sample Loops on the ACID Style CD-ROM that will not be installed when you install the program. If you want them on your hard drive, you can manually copy them to a directory after the installation process. This is convenient, but uses disk drive space. If you have limited disk space, or just don't want to add unneeded files to your hard drive, you may simply use them off of the CD-ROM. The choice is yours.

2. Next, you'll be asked to enter registration information, including your serial number. This number can be found on the registration card inside the front cover of your ACID Style Quick Start Guide. You must have this serial number whenever you run the Setup program.

   ACID Style does not come with copy protection, other than requiring your serial number when you run the Setup program. We feel that it is in your best interest that the programs we sell not come with heavy-duty copy protection. We hope you will allow us to continue this policy by abiding by the license agreement and giving your friends our phone number, rather than a copy of the software.

3. Select a destination to install ACID Style. To use the default location, click on the **Next>** button.

4. Click **Next>** to install the ACID Style files.

Online Registration

During the installation process, you are given the option of registering online. If you choose this option, the setup program will attempt to connect you to your Internet Service Provider and open the Online Registration page on our web site (http://www.sonicfoundry.com). Please enter the user and survey information and press the Submit Form button at the bottom of the page.

If you choose not to register at the end of the setup process, you may register at any time using the Online Registration page on our web site at http://www.sonicfoundry.com/register. Or, if you prefer, complete the registration card included inside the front cover of the Quick Start Guide, and drop it in the mail.

Configuring Your ACID Style System

Once you have installed your ACID Style files, you may want to set some system options. These options are found on the Preferences window, which is accessed by clicking on the **Options** menu, followed by the **Preferences** menu option. The options on the Preferences window are explained in detail in the "ACID Style Reference" chapter. However, if you're new to making music, you may just want to familiarize yourself with ACID Style and what it can do for you. In this case, you'll probably want to just continue on with the "Quick Start" or "ACID Style Tutorial" chapters. It's entirely up to you.

Technical Support

If you experience problems while using ACID Style, our technical support department is always ready to help you.

Before You Call

Since we have many users, we ask that you do the following before calling:

• Make sure you have registered online or sent in your registration card.

• Check to see that the information you need is not already contained in the manual or available in ACID Style's Help file.

• Have your serial number and the type of hardware and software you are using available to you.

• Use a phone that is near your computer so our support people can step you through any problems.

Reaching Technical Support

For technical support you can reach us via any of the methods below.

Phone
Call us at (608) 256-5555, between 8:00 am and 7:00 pm CST, Monday through Friday

Fax
Send us your questions via fax at (608) 256-7300, 24 hours a day.

Email

Our email address is support@sonicfoundry.com.

Web

Our web site provides program updates, technical information, and support. Our URL is http://www.sonicfoundry.com.

Quick Start

Welcome to Sonic Foundry's ACID Style! This Quick Start section will have you making music faster than you can say "ACID Style." Use this section if you already think you know what you're doing (or at least you know your way around ACID Style). If you don't know what you're doing, you'll probably want to skip this section for now (you can always refer to this section later!), and move on to the "ACID Style Tutorial" section of this manual.

Finding Loops in the Media Explorer

The first thing you have to do to use Loops in a piece of music is to add them to the Track List. To understand why, think of the Track List as your palette: the place where you put the paint colors you are going to use to create your work of art. Once the Loops are in the Track List, you can apply them to your audio masterpiece. (Getting a little thick, isn't it?)

Anyway, there are two ways to add Loops to the Track List. The easiest way is to use the Media Explorer at the bottom of the ACID Style window. From there, you can browse your local computer or network computers to find files. There are a number of sample Loops on the ACID Style CD if you do not have any Loops of your own.

Clicking on a file in the Media Explorer will automatically begin a preview of the Loop at the current tempo. You can stop the preview by pressing the Stop Preview button in the bottom left corner of the Media Explorer, or completely disable the preview feature by unchecking the Auto Preview checkbox.

Arranging Loops in the Track View

Once you have found a Loop you wish to use, you can add it to the Track View by double clicking on it or dragging it into the Track View. To add Events to the Track, use the Draw tool and draw across the empty Track.

As you draw, you will notice colored waveform data being displayed. This data is the Loop you chose being drawn as if it were being duplicated, end to end on the Track. The little black indents along the top and bottom of the Event indicate where the Loop repeats itself. Using this technique, you can draw Events anywhere in the Track.

Continue to add more Tracks and you are already creating your first ACID Style tune. You can add up to 8 tracks.

note

If you discover that you're addicted to ACID, and 8 Tracks just aren't enough, consider upgrading to ACID Music, which allows you to add an unlimited number of Tracks. Contact Sonic Foundry or your ACID distributor for more information.

Listening to Your Creation

Press the Play button in the Toolbar above the Track View, and ACID Style will begin playback from the current cursor position. To play the entire project, regardless of where the cursor is positioned, press the Play All button.

If you want to change the tempo of the project, move the Tempo slider below the Track List. This can even be done in real time as the project is playing.

note

There is time compression and expansion being done on all of the loops to match the project tempo. While the algorithm is very good, there are still some limitations. You will probably not be able to get a 120 bpm Loop to sound great at 60 bpm.

ACID Style Tutorial

This section is devoted to taking a detailed look at the various features of ACID Style. The topics covered are:

*   Explaining the Paradigm
*   Getting Around in the ACID Style Window
*   Using the Media Explorer
*   Basic Editing in the Track View
*   Editing the Track List
*   Recording
*   Setting Track and Event Properties
*   Advanced Track Editing

Explaining the Paradigm

ACID Style is a real-time, Loop-based arrangement tool. The power of ACID Style stems from its ability to take any audio Loop and make it fit into the tempo of a project. You no longer need to lock yourself into a tempo and go through great pains to make your Loops and samples fit that tempo. ACID Style will take all of your audio and make it match any tempo you choose in real time! However, there are a few key concepts that will allow you to best utilize ACID Style:

Types of Tracks

There are three types of Tracks that you deal with in ACID Style: Loops, One-Shots and Disk-Based.

Loops

Loops are small chunks of audio that are designed to create a contiguous beat or pattern when played repeatedly. Loops are usually one to four measures long and are stored completely in RAM for playback.

Loops are the type of Events that you will use most frequently. Because a Loop Track allows Events to be continuously "drawn" across it, the arrangement of Loops is very easy.

One-Shots

One-Shots are RAM-based chunks of audio that are not designed to loop. Things such as cymbal crashes and sound bites could be considered One-Shots. Longer files can be treated as One-Shots if your computer has sufficient memory.

The main difference between a One-Shot and a Loop are that they will not change tempo with the rest of the Loops. One-Shots are also different in the way they can be edited in the Track View. One-Shots will not "draw" across the Track, instead they will be inserted in their entirety as a single block of audio.

Disk-Based

Disk-Based files are usually longer chunks of audio that get played off of hard disk rather than being stored in RAM. Disk-Based files make sense for vocals or any other long audio file that does not loop.

Not a Multitrack

Any given Loop, One-Shot, or Disk-Based file takes up one Track. ACID Style is not a "multitrack," in the sense that you can put any audio regions you want on a single Track. ACID Style is designed so that a Track is a time line for a single Event. This makes it easy to place and edit Events with respect to other Events on other Tracks without worrying about whether or not you are editing the right piece of audio.

ACIDizing Files

All of the Loops on the ACID Style CD-ROM are "ACIDized." This means that tempo and key information have been stored in the Loop so that ACID Style has an easier time stretching and pitch-shifting them when they are used together in a project.

You do not need to ACIDize your Loops to use them in ACID Style. ACID Style will make good guesses about the tempo of a file, and it will be right about 99% of the time. You can also temporarily set the Root Note of the file so it will be transposed to the project's key. However, if you want to use files in multiple projects, you will want to ACIDize them so that these properties will automatically be set whenever you open the file.

Specific information on ACIDizing files is contained in the Setting Track and Event Properties section of this manual.

Getting Around in the ACID Style Window

The ACID Style window is divided into three main areas: the Track View, the Track List, and a multi-function section that houses the Explorer and Properties pages. All of these areas can be sized to your preferences by clicking on and dragging the divider bars between them.

Track List

Track View

Multi-function section with Media Explorer and Properties pages
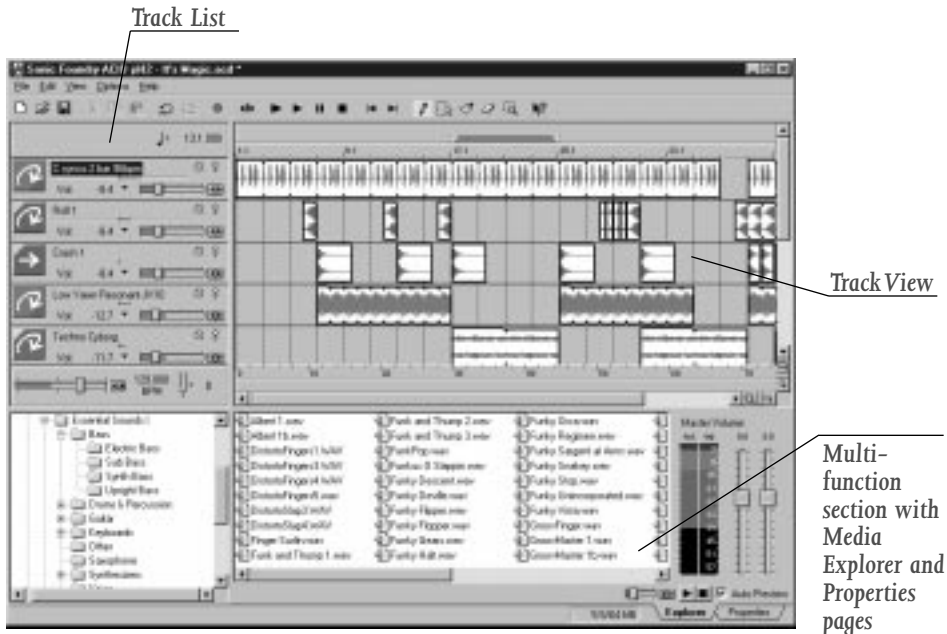
The Track View is the area of the application that contains the arrangement of the audio Events. It is the area where most of your work will be done.

The Track List is the area to the left of the Track View that contains the master controls for each Track. From here you can adjust the mix, select playback devices, and reorder Tracks, among other things.

The lower half of the ACID Style window is the multi-function section that contains the Explorer and Properties pages. These pages allow you to add new loops and set important properties of your Tracks and Events.

The easiest way to learn about a part of the ACID Style window that you do not know about is to use What's This? Help. Enable What's This? Help by pressing Shift+F1. Next, click on anything in ACID Style. A context-sensitive Help popup window will be displayed that will give you information about the item that you clicked on.

Using the Toolbar

The ACID Style Toolbar, located above the Track List and Track View, is accessible from anywhere within the ACID Style system. The buttons available on the Toolbar will vary, depending on where you are in the system, and the actions you are performing. The buttons are explained in the order that they appear on the Toolbar. When you are in the ACID Style system, you can hold the cursor over a Toolbar button to view the name of the button.

The New button allows you to begin a new ACID Style project.

The Open button allows you to open an existing ACID Style project.

The Save button allows you to save the current project.

The Cut button allows you to cut the current selection and place it on the ACID Style clipboard.

The Copy button allows you to copy the current selection and place it on the ACID Style clipboard.

The Paste button allows you to take the selection on the ACID Style clipboard and paste it to the selected location within the ACID Style project.

The Undo button allows you to undo your last action.

The Redo button allows you to redo the last action that you undid.

The Record button opens the Record window, which allows you select a device to record from, the attributes of the recorded file, and where on your hard drive the file will be recorded.

The Play Looped button toggles the looped playback mode between "on" and "off."

The Play All button allows you to play the project from the beginning of the project, no matter where the cursor is currently positioned.

The Play button allows you to play the project beginning at the current cursor position.

The Pause button stops playback and leaves the cursor at its current position.

The Stop button stops playback and returns the cursor to its original position.

The Go to Start button returns the cursor to the start of the project.

The Go to End button returns the cursor to the end of the project.

The Draw Tool button contains most of the functionality that is available in the Track View. This button allows you to add, delete, and edit Events. This is the tool you will likely use most frequently.

The Select Tool button allows you to quickly select multiple Events across Tracks, using selection boxes.

The Paint Tool button allows you to paint Events across multiple Tracks. With the Paint Tool selected, Events can be painted across multiple Tracks as easily as clicking and dragging the mouse. The Paint Tool is different from the Draw Tool in that it can cross Track boundaries.

The Erase Tool button allows you to "spot erase" sections of an Event.

The Zoom Tool button allows you to quickly change the magnification of the Track View by drawing magnification boxes with the mouse.

The What's This? button allows you to view Help specific to any item on the ACID Style window. To use this option, click on the What's This? button, and then click on the item for which you want help.

Customizing the Toolbar

The ACID Style Toolbar is fully customizable. To add or remove buttons from the Toolbar, double-click on a blank space between two buttons or at the end of the Toolbar. The Customize Toolbar window displays. The column on the left lists all of the available buttons that are not currently displayed on the Toolbar. The column on the right lists all of the buttons that are displayed on the Toolbar.

To place a button on the Toolbar, select the button you want to add from the list on the left and press the **Add** button. You can also double-click on the button to add it. The new button displays in the list on the right. You can add a Separator from the list on the left between buttons to place them into logical groups.

To remove a button, select it from the right column and press the **Remove** button. You may also double-click on the button in the list on the right to remove it.

You can reorder the buttons on the Toolbar by selecting the button you want to move in the right column and pressing the **Move Up** or **Move Down** buttons.

If you decide you would like the Toolbar to be returned to its original configuration, press the **Reset** button.

You do not have to go into the Customize Toolbar dialog to reorder or delete buttons. If you press the **<Shift>** key on your keyboard and click on a button on the Toolbar, you can pick it up and move it to a different location. If you drop the button on a part of the ACID Style window that is not the Toolbar, the button is deleted.

Using the Media Explorer

Using the Media Explorer is the easiest way to find and preview Loops and other audio from within ACID Style. To access the Media Explorer, click on the Explorer tab at the bottom of the ACID Style window.

Basic Navigation

The Media Explorer is designed to work in much the same way as Windows' Explorer. On the left side is a tree view of all of the drives and folders that are available to you. On the right side, you will see a listing of all of the files contained in a selected folder that are valid ACID Style media. File types that can be selected from the Media Explorer are Wave and ACID Style Projects.

By default, the left side of the Media Explorer will display Windows' My Computer and Network Neighborhood as well as any Library Folders that have been defined. To browse through these items, click on the plus sign next to the icons or double-click on the icon itself.

As you expand folders, you will notice the contents of the folder displayed on the right side of the Media Explorer window. At any time, you may double-click on a file on the right and add it to your ACID Style project.

note

Files may also be dragged into the Track View or Track List to be added. Using this method, multiple files can be added at once.

To collapse any part of the folder tree on the left side of the Media Explorer, click on the minus sign next to the icon or double-click on the icon itself.

Creating Libraries

You can create a Library Folder to quickly access folders that you use frequently in ACID Style. Any Library Folders you create appear at the top, left side of the Media Explorer as file cabinets. These Library Folders behave exactly like any other drive, so browsing through them is the same.

To create a Library Folder from a folder, right-click on the folder. Choose **Add as Library Folder** from the shortcut menu. A new file cabinet icon appears at the top of the list with the name of the folder and its path.

To remove a Library Folder, right-click on its icon. Choose **Remove Library Folder** from the shortcut menu. The icon is removed from the list.

Previewing Loops

What makes the Media Explorer such a powerful tool is its ability to preview Loops before you open them. The previewing capability saves you time by eliminating the trial-and-error approach to choosing Loops.

The Loop previewing can be manual or automatic. To enable Auto Preview mode, check the Auto Preview checkbox in the bottom right corner of the Media Explorer window. Whenever you click on a file, it will begin to preview. When this checkbox is unchecked, you must press the Play ▶ button next to it to begin previewing the selected Loop. To stop the playback of a Loop, press the Stop ■ button. You can adjust the volume of the Loop using the Volume fader to the left of the Play button.

You can also preview Loops while the current ACID Style project is playing. This is an invaluable feature when deciding what Loops work well together.
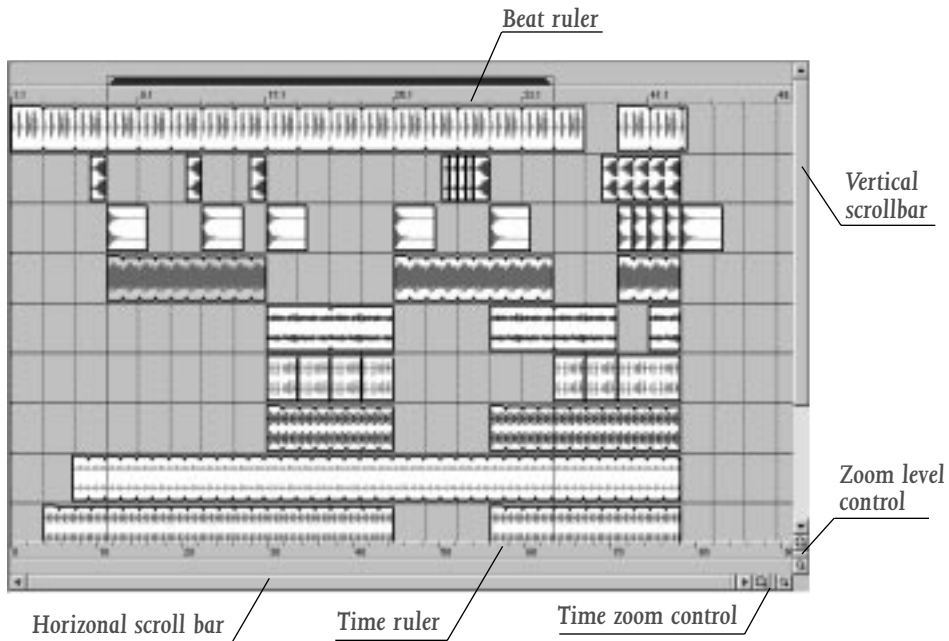
Begin by starting the playback of the project, and then select any Loop to preview. The selected Loop will play in sync with the rest of project. If you like the Loop, double-click on it to add it to the project. If you do not like the Loop, simply choose another one to preview.

Very small files that have not been ACIDized may not preview correctly. If ACID Style does not guess the file's tempo correctly, it must be ACIDized first for proper results.

Basic Editing in the Track View

The Track View is the main part of the ACID Style window where you will be doing most of your work. Each Track should be thought of as a timeline for each Event.

Beat ruler

Vertical scrollbar

Zoom level control

Horizonal scroll bar   *Time ruler*   *Time zoom control*

Lay of the Land

The Track View is made of several different elements, each with their own intended function. The bulk of the window is made up of actual Track space. This area will contain the drawn Events on each Track. However, there are other aspects of the Track View to become aware of.

Along the top of the Track View is the Beat Ruler. This timeline will allow you to place Events in reference to the musical time of bars and beats. This timeline is fixed and will not update when you change the tempo. This allows the Events in the Tracks to maintain their size when the tempo is adjusted.

Along the bottom of the Track View is the Time Ruler. This timeline can show real-time in many different formats. To change the format of the display, right-click on the timeline and choose an option. A complete explanation of the options is available in the "ACID Style Reference" section of the Help file under "Time Ruler Format." This timeline will change with tempo, since the number of bars and beats per second of real time will change with tempo.

Below the Time Ruler is the horizontal scroll bar. Clicking on and dragging this scroll bar will pan the view of the project left or right. The ends of this scroll bar also function as zoom controls. By clicking on and dragging the very edges of the scroll bar, you can zoom the project in and out to various levels of magnification.

Double-clicking on the horizontal scroll bar will zoom the project out so that the entire project, from beginning to end, will be displayed.

note

To the right of the Time Ruler are the dedicated Time Zoom controls. Clicking on the larger of the two magnifying glass icons will increase the magnification around the cursor position. Clicking on the smaller of the two icons will decrease the magnification around the cursor position.

On the right side of Track View is the vertical scroll bar. Clicking on and dragging this scroll bar will pan the view of the project up and down.

Double-clicking on the vertical scroll bar will zoom the project out so that as many of the Tracks in the project, from top to bottom, will be displayed as possible.

note

Directly below the vertical scroll bar are the dedicated Track Height Zoom controls. Clicking on the larger of the two magnifying glass icons will increase the level magnification of the project. This will allow you to better see low-level material in the Tracks at the cost of seeing fewer Tracks on the screen at one time. To decrease the level of magnification, press the smaller of the two icons.

Adding Events to a Track

Once you have created a Track by adding a file from the Media Explorer, you will want to tell ACID Style when to play the Event. The Draw Tool, located on the Toolbar, will facilitate this.

The Draw Tool, pictured to the left, is the tool that you will probably use most often. It allows you to accomplish most of the functions in the Track View. You can add an Event by clicking on the empty Track and dragging the Draw Tool to the right. The farther you drag the mouse to the right, the more times the Loop will be repeated. Repetitions in the Loop are denoted by the black indents in the top and bottom borders of the Event.

Using the Draw Tool, you can build a project by "drawing" Events in your Tracks anywhere you like.

Playback Navigation

After you add some Events, you will undoubtedly want to hear how your project sounds. To play the project from the beginning at any time, press the Play All button on the Toolbar. This will start playback of the project from the very beginning, no matter where the cursor is currently positioned.

To play from a specific point in the project, click anywhere on the Track View, with the Draw tool selected, and press the Play button on the Toolbar. The cursor moves to that location and begins playing.

To stop playback, press the Stop button on the Toolbar. The Stop button differs from the Pause button in that it stops playback and returns the cursor to its starting position. The Pause button stops playback, but leaves the cursor at its current position.

Other buttons are provided for playback navigation as well. The Go to Start and Go to End buttons bring the cursor back to the start and end of the project, respectively.

Looped Playback

Looping the playback of your ACID Style project is useful when you want to concentrate on a certain section. The region in which playback will loop is defined by the Loop Region. There are two ways to make playback loop within the Loop Region:

1. Press the Play Looped button on the Toolbar.

2. Right-click on the Loop Region and choose "Play Looped" from the shortcut menu.

   To move the Loop Region as a single entity, click on and drag the inside bar between the endpoints of the Loop Region. Moving the Loop Region in this way will maintain the length of it. To edit the length of the Loop Region, click on and drag either of the endpoints.

   > *Double-clicking on the inside colored bar of the Loop Region forces the* **note** *endpoints to the extents of the TrackView window. If your project does not fill the TrackView window, the Loop Region is forced to the beginning and end of your project.*

Several shortcuts exist to manipulate the location of the Loop Region:

- Press the **<Ctrl>** key while you click to move the start of the Loop Region to wherever you click.

- Press the **<Ctrl>+<Shift>** keys while you click to move the end of the Loop Region to wherever you click, unless you click before the current start of the Loop Region. In this case, the start of the Loop Region moves to the point where you clicked.

Changing Tempo and Key

A project can be played at any tempo or key. To adjust these parameters, look at the controls to the left of the Time Ruler. The long slider is the Tempo slider. The tuning fork icon is the Key control.
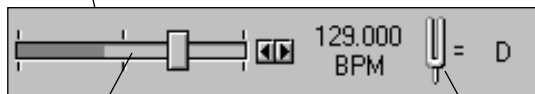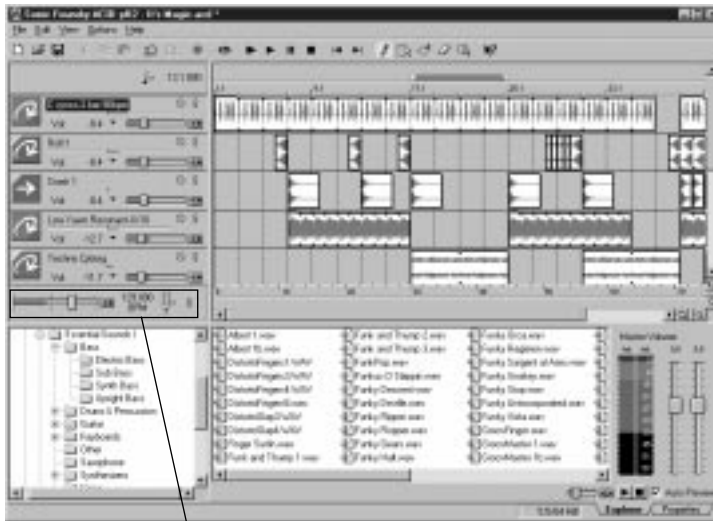
Tempo slider   Key control

To adjust the tempo, click on and drag the Tempo slider. Dragging the slider to the left slows the tempo, while dragging it to the right speeds the tempo.

To move the slider in finer increments, click on the small arrow buttons to the right of the Tempo slider. These buttons will move the tempo by fractions of a BPM.

An exact tempo value may also be entered directly by double clicking on Tempo text. The text will turn into an edit control into which you may type a tempo. Press the Enter key on the keyboard when you are finished.

The key of a project can be adjusted using the Key control. Each Loop that has a specified Root Note in its properties will be transposed to the key indicated by the Key control. To change the key, click on the Key control and choose a new key from the list. This feature makes it possible to use Loops that are in different keys in the same project.

For example, if you have three Loops that have Root Notes of A, B and C and your Key control is set to D, the loops will be pitch-shifted by 5, 3 and 2 semitones, respectively.

The Tempo slider and Key control can both be adjusted in real time as the project is played back.   **note**

Editing Events

There are many things that you will want to do with an Event after you draw it. The Draw Tool can also be used to do this basic editing to Events that you have drawn.

Many times you will want to move an Event after creating it. To do this, click on the Draw Tool, followed by the Event you wish to move. Drag the Event to the new location. Multiple Events can be moved at the same time by clicking on the first Event to select it and then holding down the Control key and clicking on the other Events that you wish to move. With all of the Events selected, you may now click on any one of the Events and drag them all to a new location.

Changing the length of an Event is also a common task. This can be accomplished by placing the mouse over the very edge of the Event. The mouse cursor will change into a bi-directional arrow indicating that it can be dragged in either direction. Now, click on and drag the edge as far as you want.

To delete an Event from a Track, click on the Event and press the **<Delete>** key on your keyboard.

Cutting, Copying and Pasting Events

Just like a word processor for audio, ACID Style will allow you to cut, copy, and paste Events into new locations.

To cut, select the Event or Events you wish to remove and press the **<Ctrl>+<X>** keys on your keyboard. This command removes the selected Events and places them onto the ACID Style clipboard. You may now paste the cut Events anywhere in the ACID Style project by placing the cursor where you would like them to go, and pressing the **<Ctrl>+<V>** keys on your keyboard to paste them.

An important thing to remember is that Events will always be pasted back in their own Tracks. There is no way to paste a group of Events from one set of Tracks to another.

Also, pasted Events will sit on top of other Events in the Track if they overlap. To make space for pasted Events, rather than pasting them on top of existing Events, press the **<Ctrl>+<Shift>+<V>** keys on your keyboard, or choose **Paste Insert** from the Edit menu. This command pastes the Events at the current cursor position, but moves any existing Events over to make room for them.

If you want to copy an Event or group of Events rather than cut them, select the Events and press the **<Ctrl>+<C>** keys on your keyboard. All of the selected Events will be copied to the ACID Style clipboard and are available to paste back into the ACID Style project.

note

You may also copy a group of selected Events by holding down the **<Ctrl>** *key, clicking on a selected Event, and dragging it to a new location.*

Editing in the Track List

The Track List is located to the left of the Track View. This section contains controls for each Track, including Mute, Solo, and Volume, to name a few.
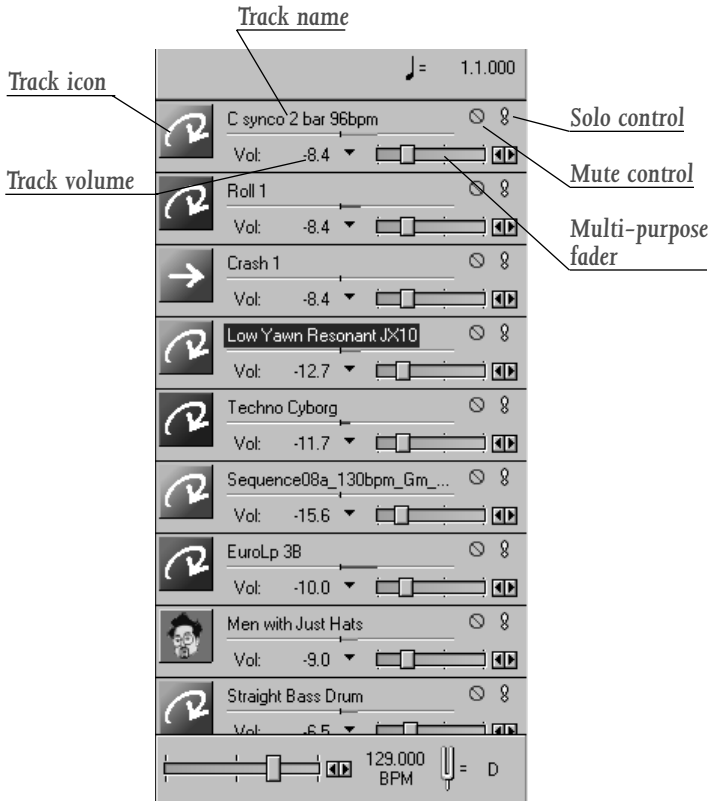
Adjusting the Mix

Each Track has its own master level and pan control. All of these controls are accessed with the Multi-purpose fader on the Track List.

To select a function for the fader to control, place your mouse over the fader label (it should read "Vol: <some number>") and click. A drop-down list appears with choices for Vol (short for Volume) and Pan. Once you have selected one of the choices, moving the fader to the right of the drop-down list adjusts the value of that control.

Volume will control how loud the Track is in the mix. A value of 0 dB means that the Track will be playing at its normal volume (the volume at which it was recorded) with no boost or cut from ACID Style. Negative numbers will cut the volume, while positive numbers will boost the volume. Double-clicking on the fader sets the value back to 0dB.

> **note**
>
> *When adjusting the mix of your Tracks, remember to look at the meters next to the Media Explorer. Because you are adding the volumes of all of the Tracks together, it is easy to clip the audio output. Make sure that the meters never have the red Clip indication lit while playing.*

Pan controls where the Track is placed in the stereo field. Moving the fader to the left places the Track in the left speaker more than the right, while moving the fader to the right places the Track in the right speaker. Double-clicking on the fader sets the value back to the center of the stereo field.

> **note**
>
> *If multiple Tracks are selected, the faders all move together as a group.*

Mutes and Solos

Often, it is necessary to listen to individual Tracks or to NOT listen to certain Tracks while you are playing a project. These functions are handled by the Mute and Solo buttons, found on the Track List area.

Pressing the Mute button on any Track keeps that Track from being played in the mix. To unmute a Track, press the Mute button again. When a Track is muted, the Track is "grayed out" in the Track View.

> **note**
>
> *If you select multiple Tracks, the Mute and Solo buttons can be activated on all of the Tracks simultaneously. To select multiple Tracks, press the* **<Shift>** *or* **<Control>** *key on your keyboard while you click on the Track icons.*

The inverse of the Mute button is the Solo button. Pressing the Solo button on a Track mutes all of the other Tracks in the project. Pressing the Solo button on the other Tracks unmutes them one at a time, allowing groups of tracks to be soloed. To un-solo a Track, press the Solo button on the original Track again.

> **note**
>
> *You can change the behavior of the Solo button so that pressing it will only solo that Track, as opposed to adding it to the solo group. To enable this behavior, press the* **<Control>** *key on your keyboard while you click on a Solo button.*

Reordering Tracks

Tracks can be moved around to create logical groupings at any time during a project's creation. To move a Track, click on its icon and drag it to a new location. The new location is indicated by the highlighted line separating the Tracks.
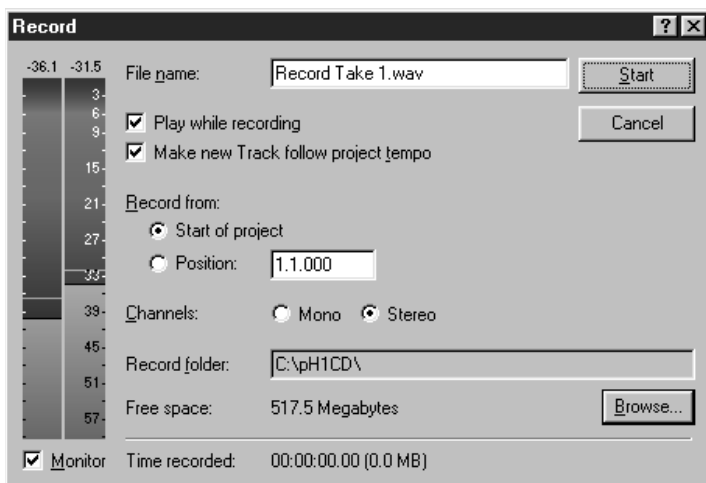
Multiple Tracks can be moved at one time by first selecting all of the Tracks, and then following the procedure above. To select multiple Tracks, press the **<Shift>** or **<Ctrl>** keys on your keyboard while you click on the Track icons.

Recording

ACID Style can record an audio input from a sound card while playing the current ACID Style project. This feature allows you to create your own Loops and Disk-Based Tracks.

Recording Basics

To open the Record window, press the Record button on the Toolbar. From this window, you can set the attributes of the recorded file, indicate where on your hard drive the file will be recorded, and begin recording, among other things.

```
Record                                                    ? X
-36.1  -31.5    File name:      Record Take 1.wav          Start
          3
          6     ☑ Play while recording                    Cancel
          9     ☑ Make new Track follow project tempo
         15
         21     Record from:
         27        ● Start of project
         33        ○ Position:    1.1.000
         39     Channels:       ○ Mono  ● Stereo
         45
         51     Record folder:  C:\pH1CD\
         57     Free space:     517.5 Megabytes           Browse...
☑ Monitor      Time recorded:  00:00:00.00 (0.0 MB)
```

Before You Begin

Before you begin recording, determine whether your sound card supports simultaneous play and record. If it does not, place a check in the *Play while recording* check box. If your sound card does support simultaneous play and record, leave this checkbox blank. If you are not sure, contact your sound card manufacturer or check the documentation included with your sound card.

When you are ready to record, press the Start button. When you are finished recording, press the Stop button. The recording is added as a new Track at the end of your project.

If the recording is smaller than the *Play files from disk if bigger than…* threshold you have set in the Preferences window (accessed by clicking on the **Options** menu, followed by the **Preferences** menu option), it will be stored in RAM. Otherwise, the Track will be Disk-Based. You may also choose whether or not the new Track will change tempo with the project. To enable this feature, click the *Make new track follow project tempo* checkbox on the Record window prior to recording.

If Play Looped is turned on in the ACID Style project (i.e., using the Play Looped button on the Toolbar), playback will loop as you are recording. The recording that you make will be recorded as a single Track.

Record From...

By default, the recording and playback will commence from the current cursor position. However, you can change the start position from the Record window by following these steps:

1. In the *Record from* area on the Record window, click on the *Position* radio button.

2. Type in a new project position in measures and beats format.

At any time, you can select the *Start of project* radio button to begin recording at the beginning of the current ACID Style project.

Recording Attributes

There are three attributes that make up a recorded digital signal: Sample size, number of channels, and Sample rate.

Sample size controls the resolution of the recorded signal. CD quality audio is recorded at 16-bits per sample and most sound cards can record at this resolution. The only sample size available in ACID Style is 16-bit.

The sample rate attribute determines the sample rate at which you will record and play. The only sample rate available in ACID Style is 44,100 Hz.

Channels, controlled in the Record window, simply control whether the recorded signal will be mono (one channel) or stereo (two channels). If you are recording mono, you will need to use the left channel of your sound card for input.

Monitoring Levels

ACID Style provides a responsive meter on the left side of the Record window to monitor the incoming signal level of the chosen recording device. It is important that you record with as high a signal as possible without clipping.

"Clipping" occurs when the incoming signal is too high to represent as a digital value. The result is a nasty distortion in the recording. A clip will be indicated with a red Clip warning at the top of the meters.

The peak signal level will be displayed at the top of the meters in decibels. Remember that a reading of 0 dB is as high as you can possibly go with a digital signal.

To clear this reading at any time, click on the numbers. The numbers reset and a new peak reading will be calculated.

Monitoring Audio

It is important to note that the Monitor checkbox in the bottom left corner of the Record window is only for level monitoring. Monitoring or listening to the incoming audio is a completely different story, and can be a point of confusion.

The fail-safe way to monitor your incoming audio while you record is to listen to the source before it goes into the sound card.

For example, let's say that you are recording a guitar, and you have the microphone plugged into a mixer, which is then hooked up to your sound card. You will want to listen to the incoming guitar signal through the monitor outputs of the mixer, rather than the outputs of the sound card. In this way, you will always hear the recorded signal, regardless of the capabilities of your sound card. The timing of the recording, with respect to the existing Tracks, will be more accurate.

The downside to this method is that you will not be hearing the audio in a post-sound card method prior to the recording actually being made. Therefore, the quality of the sound you hear and the quality of the sound that is really recorded will be slightly different, depending on the hardware you are using.

Some sound cards will automatically route the incoming audio signal to the outputs of the card during recording. This is a better way to monitor the audio, since you will hear it after the analog-to-digital conversion. However, most cards that support this feature do not support it while playing back audio at the same time. This method makes simultaneous recording and playback impossible.

For more detailed information, check the documentation of your audio hardware to verify its capabilities prior to recording with ACID Style.

Setting Track and Event Properties

The Properties page, available in the multi-function area at the bottom of the ACID Style window contains options to modify the behavior of whole Tracks or Events on a Track. From this page, you can "ACIDize" files, or edit the start point and pitch of a specific Event.

To view and/or modify the properties of a Track or Event, follow these steps:

1. Select the Track.

2. Click on the Properties tab in the multi-function area at the bottom of the ACID Style window.

3. Click on the Track tab.

4. Make any necessary changes, if applicable, and click on the Save As button.

ACIDizing a File

"ACIDizing" a file involves adding an extra chunk of information to the audio file that is ACID Style-specific. This information contains all of the properties on the Track tab in the Properties window including the root note and number of beats or tempo of the file. This information is then used by ACID Style to pitch-shift the file for you automatically when you open it.

All of the audio contained on the ACID Style CD-ROM is ACIDized. Non-ACIDized files will open correctly; however, they will not conform to the key of the current project.

To ACIDize a file, click on the Track tab of the Properties page and press the Save As button. This button will open the Save As dialog and allow you to save the ACIDized file as a new file or a replacement of the current file.

If you cannot or do not wish to save a new file, you can set the properties and they will be saved with the ACID Style project. However, this means that you will have to set the properties for every project that you use a given loop in. ACIDizing the file allows you to "set and forget" the properties so that they will be the same in any project you choose.

note

If you edit an ACIDized file in another audio editing program, it is possible that the ACID Style specific chunk of data will be removed. The file will have to be re-ACIDized in ACID Style.

Modifying Track Properties

The Track properties are the properties that determine how a file behaves in ACID Style. These are also the properties that get saved into the file when you ACIDize it.

There are three types of Tracks that ACID Style deals with: Loops, One-Shots and Disk-Based. These types are described in detail in the Explaining the Paradigm section of this Help file. You can change how ACID Style uses the current Track by changing the Track type control.

When Loop is selected, the length of the original file, in beats, is required for ACID Style to stretch it properly. Setting a value in the Number of beats control that does not match the actual file will cause the loop to play at a different speed than normal. For example, specifying 8 beats for a Loop that is actually 4 beats, will cause the loop to play twice as slow at any given tempo.

When Disk-Based is selected, the tempo of the original file is required for ACID Style to stretch it. If you do not want ACID Style to stretch the file at all, uncheck the *Stretch from tempo* option. Like a Loop, if you specify a tempo that is not the actual tempo of the file, the Track will play at a different rate.

The Root note for transposing control sets the base note for Loops and Disk-Based Tracks that you wish to conform to the project key. If you do not wish a Track to transpose to the song key (i.e. a Track that contains a drum sample) choose *Don't transpose.*

Modifying Event Properties

Individual Events on Tracks also have their own set of properties. To access these properties follow these steps:

1. Select an Event.

2. Click on the Properties tab at the bottom right corner of the ACID Style window.

3. Click on the Event tab.

The Event properties include *Start offset, Pitch shift,* and a *Quick fade edges to prevent clicks.* These properties are not saved into the files when a Track is ACIDized. They are only saved with the project.

The *Start offset* property for an Event specifies a playback starting position that is different than the beginning of the file. This offset is handy for adding extra variation to your Tracks by starting them at different places. This is especially useful for Loops; you can change the feel by simply starting the Loop at beat 2 rather than beat 1.

There are three different ways to edit the *Start offset* property:

1. The most precise way is to type in the number of samples you wish to offset by in the *Start offset* field. For obvious reasons, this will probably not be your preferred way of editing the offset.

2. Move the Start Offset Marker in the waveform display on the right side of the Event Properties window.

3. From the Track View area, hold down the **<Ctrl>** and **<Shift>** keys on your keyboard and click on the Event that you wish to offset. Next, drag the mouse left or right to change the offset. Notice the waveform scrolling within the Event boundaries.

When you add an offset to an Event, or even edit an Event such that it does not end on a loop point, it is quite possible to introduce a click in the playback at the edges of the Event. This click can be easily eliminated by checking the *Quick fade edges to prevent clicks* checkbox on the Event tab. With this property selected, ACID Style performs a very quick fade in or out on the Event edges so that any nasty clicks are smoothed out of existence.

The *Pitch shift* property allows you to shift the pitch of the selected Event or Track by the specified number of semitones. The pitch shift of an Event is calculated after the project key and the Track's pitch shift.

Advanced Track Editing

Once you have become familiar with the basics of creating and editing your ACID Style projects, you will want to start experimenting with some of the more advanced procedures. In this section, we explain some of these advanced features.

While most of the functions that you will use can be initiated using the Draw Tool, there are five other tools on the Toolbar that make specific tasks easier. The other tools include the Select Tool, Paint Tool, Erase Tool, Zoom Tool, and Envelope Tool. These tools are explained below.

The Select Tool

The Select Tool is designed to quickly select multiple Events across Tracks using selection boxes. There are three types of selection boxes that can be drawn using the Select Tool: vertical, horizontal, and free selection.

To change the type of selection box you are using, first click on the Select Tool. Next, hold the left mouse button down and click the right mouse button at the same time. Clicking the right mouse button will toggle between the three types of selection boxes. These selection boxes are explained below.

The free selection box is the default behavior of the Select Tool. It allows you to draw a selection that begins where you start drawing and ends where you let up on the mouse. This selection box will select all of the Events that are touched by the extents of the box. This method is good for selecting a group of Events that are close together.

The vertical selection box can be used to easily select Events across all Tracks that occur within a specified time range. The vertical selection box automatically selects all of the Tracks between your first mouse click and where you draw the selection box; Tracks that are not visible at the current magnification are also selected.

The horizontal selection box can be used to easily select all Events on a single or multiple adjacent Tracks. The horizontal selection box automatically selects all of the Events on a Track that is touched by the extents of the selection box; Events that are not visible at the current magnification are also selected.

The Paint Tool

The Paint Tool is designed to paint Events across multiple Tracks. With the Paint Tool selected, Events can be painted across multiple Tracks as easily as clicking and dragging the mouse. The Paint Tool is different from the Draw Tool in that it can cross Track boundaries, so this tool excels at adding a random element to your ACID Style projects.

Painting across two or more existing Events on a Track merges them into one contiguous block. This is useful if you need to repair a gap that you created using the Erase Tool.

note

Right-clicking with the Paint Tool causes the tool to function like the Erase Tool.

The Erase Tool

The Erase Tool allows you to "spot erase" sections of an Event. With the Erase Tool selected, click once in the middle of an Event. The Event splits at the closest Snap point to the spot where you clicked. If you click and drag with the Erase Tool across an Event, the Event is erased in chunks equal to the current Snap value.

note

Right-clicking with the Erase Tool causes the tool to function like the Paint Tool.

The Zoom Tool

The Zoom Tool is designed for changing the magnification of the ACID Style project. Like the Select Tool, there are three types of zoom boxes that the Zoom Tool can use: time, height, and free zoom.

To change the type of zoom box you are using, first click the Zoom Tool on the Toolbar. Next, hold the left mouse button down, and click the right mouse button. Clicking the right mouse button toggles between the three types of zoom boxes. These types of zoom boxes are explained below:

The free zoom box is the default behavior of the Zoom tool. It allows you to zoom into a section of your ACID Style project in both time and level at the same time.

The time zoom box is used to zoom into a specific chunk of time in the ACID Style project, while maintaining the current track height zoom. Click and drag anywhere across the ACID Style project to zoom into that specific area of time.

The track height zoom box is used to maximize the size of a Track or group of Tracks in the ACID Style window. This allows edits to be made with reference to the low-level audio in the Event, thereby resulting in greater precision. Click and drag anywhere from top to bottom in the ACID Style project to zoom in to the Tracks encompassed within the zoom area.

note

Double-clicking anywhere on the project with the Zoom Tool zooms out so that the entire project fits in the Track View.

Using Markers

Markers are a handy way to ease navigation in the Track View. To create a Marker, place the cursor in the project where you want to add it and press the "M" key on the keyboard. A Marker will be added at the cursor position, in the form of a red line with a numbered tab at the top.

Markers can be used to indicate sections of projects such as chorus, verse, etc. They can also be used for on-the-fly type uses such as marking a part in the project that you want to come back to edit later on. To move a Marker, simply click on its tab above the Beat Ruler and drag it to a new location. You can create up to ten markers. Each Marker (up to 10) is assigned a number. Pressing this number on the keyboard move the cursor to the corresponding Marker. This can even be done while playing the project.

You can display more options for the Marker by right-clicking on the Marker tab, which displays a shortcut menu. Using the **Go To** option from the menu, you can move quickly to another Marker. You can use the **Rename** option on the shortcut menu to name and rename Markers. The **Delete** option on the shortcut menu allows you to delete the selected Marker.

Tempo and Key Maps

ACID Style allows you to add automatic tempo and key changes within a project using Tempo and Key Change markers. These markers are added on the Time Ruler at the bottom of the Track View. When the cursor passes over one of these markers, the master project tempo and/or key will change in real time.

To add a Tempo and/or Key Change marker, right click on the empty bar directly between the Time Ruler and the horizontal scroll bar and choose the type of change you want to add from the shortcut menu. You can add a Tempo Change, Key Change, or both.

There are two ways to edit the tempo and/or key of the marker:

1. Place the cursor on or after the marker and adjust the Tempo slider and Key control below the Track List. Whatever these controls are set to will be reflected in the text of the marker.

2. Double-click on the text of the marker and type the exact value you want.

note

When editing a combination Tempo and Key Change marker, you do not have to type both values if you only want to edit one of them. For example, if the current marker value is 130,A and you only want to edit the key, you can simply type in B and press <Enter>. The marker will now be 130,B. Tempo works the same way.

Changing Snaps

"Snapping" is a way to make sure that all of your Events and Markers in the Track View line up perfectly with each other. ACID Style allows you to change the resolution of the snapping to accommodate your working style.

To change the snap resolution, select the **Options** menu, followed by the **Snap To** option. Select the resolution you want to use. To disable snapping completely, uncheck the **Enable Snap To** menu option from the **Options** menu.

note

You can temporarily disable snapping while editing an Event by holding down the **<Shift>** *key.*

ACID Style Reference

This section is devoted to explaining the function of every menu item and window in ACID Style. Options on each window are also explained. For menu options, information on shortcut keys is displayed next to the menu or menu option name in parenthesis. Shortcut keys are keys you can type on your keyboard to quickly access a menu option function. In addition, you can look here to answer questions like, "I wonder what this button does?"

File Menu (<Alt> + <F>)

The options on the **File** menu are explained below:

New (<Ctrl> + <N>)

Selecting this command opens a blank ACID Style project. If you currently have an ACID Style project open that has not been saved, you will be prompted to save your changes first.

Open (<Ctrl> + <O>)

Selecting this command displays the Open File window. From this window you can browse all of the available drives to select an ACID Style project or audio file to open.

If you choose an ACID Style project and there is an unsaved project currently open, you will be prompted to save your changes first. If you choose an audio file, the file will be opened as a new Track in the current ACID Style project. The fields and buttons on this window are explained below:
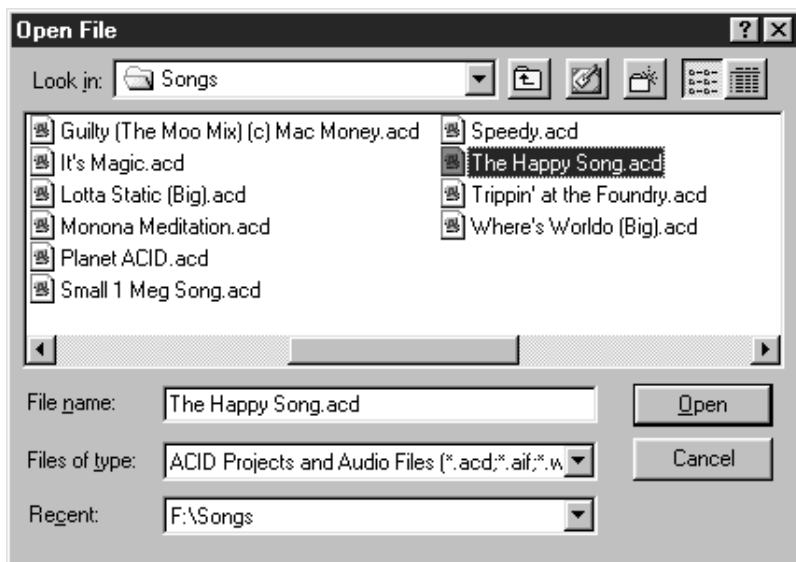
Look in

This field specifies the current folder. All of the files available in the folder appear in the space below this field.

File name

This field specifies the file you wish to open. You may type a name in or click on a file in the list above this field.

Files of type

This field specifies the type of file you wish to open. The type of files you select in this field limits which files are displayed in the list above. The types available are:

ACID Style Projects and Audio Files (*.acd, *.wav)

An ACID Style project file (*.acd) contains all of the information about a single project. All of the Track layout and other settings are saved in this project file.

Wave files (*.wav) are the standard audio file format for digital audio on Windows computers. ACID Style will allow you to open any 16 or 24-bit PCM, non-compressed Wave files.

Recent

The Recent list is a quick way to navigate the Open dialog. Folders that you frequently use will be available to choose from this list. When you select a folder from this list, all of the files in that folder appear in the space above.

Close

This command closes the current project.

Save (<Ctrl> + <S>)

This command saves the changes to the current project.

Save As

This command displays the Save As window. From the Save As window, you can save the current project to a new location, to a new name, or render the project as a Wave or ASF file. The fields and buttons on this window are explained below:

Save in

This field specifies the folder you wish to save to. All of the files available in the folder will appear in the space below.

File name

This field specifies the file you wish to save. You may type a name in or click on a file in the space above.

Save as type

This field specifies the type of file you wish to save to (e.g., *.ACD or *.WAV files). These file types are explained below:

ACID Style Project (*.acd)

An ACID Style project file contains all of the information about a single project. All of the layout of Tracks, settings, etc., are saved in this project file. This type of file does not contain any audio, only references to audio files.

ACID Style Project with external audio (*.acd)

By saving a project file in this manner, all of the audio that is being used in the project will be copied into the same folder as the project file. This makes it easy to move a project around without having to reestablish the audio file references every time.

When this option is selected, a new option called Include Disk-Based audio files appears. When this option is not selected, the Disk-Based Tracks will not be copied to with the new project. However, the link to the file will still be contained in the project.

ACID Style Project with embedded audio (*.acd)

By saving a project file in this manner, all of the audio that is being used in the project will be embedded into the project file. This option is ideal for archiving a finished project as there is only one file to keep track of.

When this option is selected, a new option called Include Disk-Based audio files appears. When this option is not selected, the Disk-Based Tracks will not be copied to with the new project. However, the link to the file will still be contained in the project.

Mixed Wave File (*.wav)

The entire project can be rendered into a single Wave file by choosing this option. When this option is selected, a new drop-down list called Attributes is displayed. From the Attributes list, you can choose the desired sample rate, bit depth, and number of channels for the output file.

Mixed NetShow Active Streaming Format (*.asf)

The entire project can be rendered into a Microsoft Active Streaming Format file for broadcast over the Internet. A new drop down list called Preset and an Advanced button are displayed when this option is chosen.

The Preset list contains a set of commonly used formats for creating Internet ready audio. If you do not wish to use a preset from the list, press the Advanced button.

Pressing the Advanced button opens the Active Streaming Format Settings dialog. From this dialog you can choose custom settings for the ASF file output.

Preset

This list contains commonly-used settings for creating ASF audio files. This option only displays when you have selected the .ASF format in the *Save As Type* field.

Format

This list contains all of the available audio codecs installed on your computer. You may select any of the codecs to use when creating the ASF file.

Attributes

This list contains all of the available attributes for the selected audio codec. The capabilities of the selected audio codec will determine the available attributes.

Maximum lead time

This control defines the lead time, if any, that the Microsoft NetShow player should buffer before starting playback of the ASF file. The default is 1,000 milliseconds. The lead time can affect the bit-rate that is calculated for the ASF file.

Enable error correction

This control enables error correction for low bandwidth files (not greater than 150 KB per second). The error correction information is used by the Microsoft NetShow Player to recover from bad transfers that are common on low bandwidth connections (especially modems using standard phone lines). For high bandwidth content (greater than 150 KB per second), error correction is automatically disabled since the reliability of the connections required for these files is substantially better.

Enable Wavespan

This option is used to enable a tradeoff between more efficient handling of larger audio objects and better interleaving of client processing time with smaller audio objects. For most audio codecs, this option should remain unchecked. However, some newer codecs may require this option to be checked for proper playback.

Title

This field contains the title that is displayed by the NetShow Player when playing the saved ASF file.

Author

This field contains the author that is displayed by the NetShow Player when playing the saved ASF file.

Copyright

This field contains the copyright that is displayed by the NetShow Player when playing the saved ASF file.

Rating

This field contains the rating of the ASF file. Ratings are used to by the NetShow Player to restrict playback of certain content.

Description

This field contains a description of the ASF file.

Preset

This drop-down list contains all of the available attributes that the file(s) can be saved in. This list is only available when you select the Mixed Wave File (*.wav) option in the *Save as type* field.

Save only the audio within the current Loop Region

This option is only available when you select the Mixed Wave File (*.wav) option in the *Save as type* field. When this option is checked, only the portion of the project that is contained within the Loop Region will be saved out to a new file. The Loop Region does not need to be active for this option to work.

Include Disk-Based Audio Files

This option is only available when you select either the ACID Project with external audio (*.acd) option, or the ACID Project with embedded audio (*.acd) option in the *Save as type* field. When this option is checked, Disk-Based audio files are copied into the new location of the project, or embedded into the project. Uncheck this option if you want to conserve hard-disk space, and do not want to make copies of your large, disk-based files.

Properties (<Alt> + <Enter>)

From the Properties window, you can store information about the current project. The fields and buttons on this window are explained below:

Title

This field stores the title of the project.

Artist

This field stores the name of the artist that performed in the project.

Engineer

This field stores the name of the person that engineered the project.

Copyright

This field stores copyright information for the project.

Comments

This field stores comments about the project.

Exit (<Alt> + <F4>)

This command closes the ACID Style application. You will be prompted to save any changes to the current project before closing.

Recently Used File List

A list of recently used project files will be maintained at the bottom of the **File** menu. Picking a project from this list allows you to quickly return to work on that project. You will be able to view up to six (6) recently-used files.

Edit Menu (<Alt> + <E>)

The options on the **Edit** menu are explained below:

Undo (<Ctrl> + <Z>)

Use this command to undo the last edit operation. For instance, if you deleted a Track by accident, simply choose the **Undo** option from the **Edit** menu to replace the Track in its original position.

Redo (<Ctrl> + <Shift> + <Z>)

Use this command to re-perform an undone Event. For instance, if you decide that you really did want to delete that Track, select **Redo**, and the undo will be undone.

Cut (<Ctrl> + <X>)

Selecting this command will remove any selected Events in the Track View, and place them onto the ACID Style clipboard.

Copy (<Ctrl> + <C>)

Selecting this command will create a copy of any selected Events in the Track View and place them onto the ACID Style clipboard.

Paste (<Ctrl> + <V>)

Use this command to place the contents of the ACID Style clipboard at the current cursor position. The clipboard contents will be placed on top of any Events that occupy the same space. To have the existing Events in a Track move in time to accommodate the pasted Events, use the **Paste Insert** option instead (explained below).

Paste Insert (<Ctrl> + <Shift> + <V>)

Use this command to place the contents of the ACID Style clipboard at the current cursor position. Any Events that occupy the same space will be moved later in time to accommodate the pasted Events. If the cursor is in the middle of an Event, the Event will be split at the cursor position where the new Event is pasted.

This feature is useful when rearranging a project by moving verses and choruses around, for example.

Delete (Clear) (<Delete>)

This command removes any selected Events from the Track View.

Select All Events (<Ctrl> + <A>)

This command selects all of the Events in all Tracks in the Track View.

Insert Silence

This command inserts a user-specified amount of blank space into the ACID Style project at the cursor position. This feature can be used to create space in the project for new Events.

Fit to Time

This command allows you to specify an exact length for the ACID project. ACID will adjust the tempo accordingly to conform to the new length. The length will be constrained to the project's minimum and maximum tempo settings as set in *Preferences*.

Tool

This sub-menu contains options to select the different tools that are available in ACID Style. These options are explained below:

Draw

The Draw Tool contains most of the functionality that is available in the Track View. Adding, deleting and editing of Events is permitted. This is the tool you will use most frequently. You can also access the Draw Tool from the ACID Style Toolbar.

Select

With the Select Tool, Events can be group-selected and moved by dragging selection boxes around the Events. There are three types of selection boxes that can be used. To select a different type of selection box, hold down the left mouse button and click the right mouse button. You can also access the Select Tool from the ACID Style Toolbar.

Paint

With the Paint Tool, only adding and erasing Events is permitted. The Paint Tool is mostly useful for creating random elements in a project, as it can add Events by dragging across multiple Tracks. You can also access the Paint Tool from the ACID Style Toolbar.

Erase

With the Erase Tool, only erasing and adding Events is permitted. The Erase Tool is mostly used for spot-erasing certain sections out of the middle of an Event. You can also access the Erase Tool from the ACID Style Toolbar.

Zoom

With the Zoom Tool, you can quickly change the magnification of the Track View by drawing magnification boxes with the mouse. There are three types of magnification boxes that can be used. To select a different type of magnification box, hold down the left mouse button and click the right mouse button. You can also access the Zoom Tool from the ACID Style Toolbar.

Undo All

Selecting this command reverts the project back to its last saved form, assuming that Undos have been created for each action that has taken place.

Special

The Special sub-menu contains options for adding different types of Markers to the Track View. The options on this sub-menu are explained below:

Drop Marker

This command places a Marker at the current cursor position. You can use Markers for navigation purposes.

Add Tempo Change

This command places a Tempo Change Marker at the current cursor position. You can use Tempo Change Markers to create automated, real-time tempo changes in the project.

Add Key Change

This command places a Key Change Marker at the current cursor position. You can use Key Change Markers to create automated, real-time key changes in the project.

Add Tempo and Key Change

This command places a Tempo and Key Change Marker at the current cursor position. You can use Tempo and Key Change Markers to create simultaneous, automated, real-time tempo and key changes in the project.

View Menu (<Alt> + <V>)

The options on the **View** menu are explained below:

Toolbar

This option toggles the display of the Toolbar on and off.

Zoom Normal (<F9>)

This command restores the project's magnification to the default settings. This feature is useful for quickly zooming to a reasonable level whether you are zoomed in or out to the magnification extents.

Zoom Edit (<Shift> + <F9>)

This command quickly restores the Track height zoom to a level where all Track List edit controls can be accessed. This feature is useful when you want to edit something in the Track List, but do not want to change your time zoom magnification.

Zoom Overview (<Ctrl> + <F9>)

This command quickly reduces the magnification of the Track View so that the entire length of the project and as many Tracks as possible are displayed.

Display Event Pitch

This option toggles the display of pitch in each Event. When pitch-shifting specific Events, this feature is useful for keeping track of that information.

Focus to Track View (<Ctrl> + <T>)

This command sets the input focus to the Track View. All keyboard commands will affect (or not affect, as the case may be) the controls of the Track View.

Explorer (<Alt> + <1>)

This command displays the Media Explorer at the bottom of the ACID Style window. This command has the same function as choosing the Explorer tab.

Properties (<Alt> + <2>)

This command displays the Properties window at the bottom of the ACID Style window. This command has the same function as choosing the Properties tab.

Explore Current Folder (<Ctrl> + <E>)

This command opens a Windows Explorer window of the currently selected folder, or the parent folder of the currently selected file in the Media Explorer. This is a useful feature for quickly renaming or deleting files, since ACID Style's Media Explorer cannot perform these actions.

Refresh Explorer (<F5>)

This command updates the Media Explorer window to include any changes in the drive or folder structure.

Options Menu (<Alt> + <O>)

The options on the **Options** menu are explained below:

Scroll Playback

When this option is selected, ACID Style will scroll the Track View display if the play cursor ever reaches the edge of the screen.

Enable Snap To (<F8>)

This option toggles snapping off and on. All editing functions snap to the Snap To setting when this option is enabled.

Snap To

These options change the resolution of the snapping. All editing functions snap to this setting when the **Enable Snap To** option is turned on.

Ruler Marks

This option sets the snapping to marks of the Time Ruler. The resolution of the marks depends on the current magnification of the Track View.

Whole Note

This option sets the snapping to whole measures.

Half Note

This option sets the snapping to half notes. In 4/4 time, a half note is two beats.

Quarter Note

This option sets the snapping to quarter notes. In 4/4 time, a quarter note is one beat.

Eighth Note

This option sets the snapping to eighth notes. In 4/4 time, an eighth note is one half of a beat.

Sixteenth Note

This option sets the snapping to sixteenth notes. In 4/4 time, a sixteenth note is one quarter of a beat.

Thirty-Second Note

This option sets the snapping to thirty-second notes. In 4/4 time, a thirty-second note is one eighth of a beat.

Sixty-Fourth Note

This option sets the snapping to sixty-fourth notes. In 4/4 time, a sixty-fourth note is one sixteenth of a beat.

Time Ruler Format

This sub-menu contains options for how to display time on the Time Ruler.

Samples

This option displays the Time Ruler in samples.

Time

This option displays the Time Ruler in the following format: hours:minutes:
seconds.milliseconds.

Seconds

This option displays the Time Ruler in seconds.

Customize Toolbar

This command opens the Customize Toolbar window. The fields and buttons on
this window are explained below:

Available buttons

This list contains all of the buttons that are not currently on the Toolbar.

Toolbar buttons

This list contains all of the buttons that are currently on the Toolbar in the
order in which they appear.

Add

This button moves the selected button from the Available buttons list to the
Toolbar buttons list.

Remove

This button moves the selected button from the Toolbar buttons list to the
Available buttons list.

Close

This button closes the Customize Toolbar window.

Reset

Pressing this button sets the Toolbar back to its default setup.

Help

This button displays help for the Customize Toolbar window.

Move Up

Pressing this button moves the selected button up in the Toolbar buttons list.

Move Down

Pressing this button moves the selected button down in the Toolbar buttons list.

Preferences

The Preferences window contains various user options for ACID Style. Each option on the Preferences window is explained below:

Automatically open last project on startup

When this option is checked, ACID Style will reopen the project that was open the last time ACID Style was closed.

Show logo splash screen on startup

When this option is checked, the ACID Style logo splash screen will be displayed when ACID Style starts.

Playback buffering

This slider determines the amount of playback buffering ACID uses. If you are experiencing gaps during audio, try increasing this value.

Play files from disk if bigger than

This option specifies the size threshold above which opened audio files will not be stored in RAM. If you have a small amount of RAM, this number should be lower than if you have large amounts of RAM. Files greater than this threshold are opened as Disk-Based Tracks.

Location of preferred audio editor

This option specifies where your preferred audio editor is installed. ACID Style automatically starts the audio editor you choose here when you select the **Edit in Audio Editor** button on the Properties page Track tab.

Temporary storage folder

This option specifies the folder into which all temporary files are created.

Free space in selected folder

This field specifies the amount of free space available in the selected Temporary storage folder.

Default All

Pressing this button restores the entire General page to the default settings.

Help Menu (<Alt> + <H>)

Contents and Index (<F1>)

This command displays the ACID Style Help file.

What's This? (<Shift> + <F1>)

This command enables What's This? help. When What's This? help is enabled, a question mark appears next to your cursor, and you can click on any portion of the ACID Style window for help specific to the item you clicked on.

Keyboard Shortcuts

This command displays the Keyboard Shortcuts section of the Help file. Here you will find numerous shortcuts to speed up your work in ACID Style.

Sonic Foundry on the Web

This sub-menu contains links to various pages on Sonic Foundry's World Wide Web site. These sub-menu options are explained below:

Product News

This link opens the News page. Here, you will find news about new and existing products.

Frequently Asked Questions

This link opens the ACID Style Frequently Asked Questions (FAQ) page. Here, you will find answers to most common questions regarding ACID Style.

Online Support

This link opens the Online Support page. This page is devoted to bringing you useful information for troubleshooting any problems you might be experiencing with ACID Style.

ACID Style Home Page

This link opens the ACID Style home page. Here, you will find specific news about ACID Style, as well as specifications, and other good stuff.

Send Feedback

This command sends an email message to feedback@sonicfoundry.com. If you have comments about ACID Style or any of our products, we want to hear from you.

Sonic Foundry Home Page

This link opens the Sonic Foundry home page. All the latest news about Sonic Foundry can be found here.

About Sonic Foundry ACID Style

This command opens the About Sonic Foundry ACID Style window. On this window, you will find copyright and registration information, as well as the exact version number of your copy of ACID Style.

Shortcut Menus

ACID Style is filled with context-sensitive shortcut menus that can reached by right-clicking almost anywhere in the ACID Style window.

Track List Shortcut Menu

The Track List shortcut menu is displayed by right-clicking on the icon of any Track. The options on this shortcut menu are explained below:

Rename

This command puts the name of the Track into an editable mode. Renaming a Track does not rename the file associated with that Track. This allows you to give Tracks user-friendly names if the file name itself is not.

Use Loop Tempo

This command sets the project tempo to the original tempo of the selected Loop.

Edit in Audio Editor

This command launches the Preferred Audio Editor as specified in Preferences, and opens the selected Track. When you are done editing the file, save it and ACID Style prompts you to reopen the Track. In this way, changes to the file can be updated seamlessly.

Delete

This command removes the selected Track from the project.

Duplicate Track

This command makes an exact copy of the Track and places it underneath the selected Track. All Events are copied as well.

Pitch Shift

This command shifts the current pitch of the Track by the specified number of semitones. This pitch shift is in addition to any pitch shifting that is happening as a result of the project key. Pitch shifting a Track affects all of the Events on that Track.

Color

This option specifies the color of the Track. Tracks can be color coded to indicate logical groupings. For example, all of the drum parts can be yellow and Synth parts can be green.

Properties

This command displays the Track's Properties page at the bottom of the ACID Style window.

Event Shortcut Menu

The Event shortcut menu is displayed by right-clicking on any Event in the Track View. The options on this shortcut menu are explained below:

Cut

This command clears the Event and places it onto the ACID Style clipboard so that it can be elsewhere in the ACID Style project.

Copy

This command makes a copy of the Event and places it onto the ACID Style clipboard so that it can be pasted elsewhere in the ACID Style project.

Paste

This command pastes the contents of the ACID Style clipboard into the selected Event at the cursor position.

Delete

This command clears the Event from the Track.

Pitch Shift

This sub-menu contains commands for shifting the pitch of the selected Event. The Event-specific pitch shift is calculated after the project key and the Track's pitch shift. The sub-menu options are explained below:

Up

This command shifts the pitch of the Event up one semitone.

Down

This command shifts the pitch of the Event down one semitone.

Reset

This command removes any pitch-shifting that currently exists in the Event.

Join Events (<J>)

This command combines all selected Events into one.

Split at Cursor (<S>)

This command splits the selected Event at the current cursor position.

Properties

This command displays the Event's Properties page at the bottom of the ACID Style window.

Track Space Shortcut Menu

The Track Space shortcut menu is displayed by right-clicking on a part of a Track that is not occupied by an Event. The options on this shortcut menu are explained below:

Select All on Track

This command selects all of the Events on the Track.

Enable Snap To

This command enables snapping.

Snap To

This option selects the snap resolution.

Save

This command saves the current project.

Save As

This command displays the Save As dialog.

Zoom Normal

This command sets the magnification of the Track View to its default settings.

Zoom Edit

This command sets the track height magnification to its default settings.

Zoom Overview

This command sets the magnification of the Track View so that as much of the project as possible is displayed.

Non-Track Space Shortcut Menu

The Non-Track Space shortcut menu is reached by right-clicking in the empty space of the Track View that does not contain any Tracks. The options on this shortcut menu are explained below:

New

This command opens a new, blank ACID Style project.

Open

This command displays the Open window. This window is explained in more detail in the "File Menu" section of this manual.

Record

This command displays the Record window. This window is explained in more detail in the "Recording Basics" section of this manual.

Preferences

This command displays the Preferences window. This window is explained in more detail in the "Options Menu" section of this manual.

Loop Region Shortcut Menu

The Loop Region shortcut menu is displayed by right-clicking on the Loop Region. The options on this shortcut menu are explained below:

Play Looped

This option toggles the looped playback mode on and off.

Set Loop to View

This option sets the Loop Region to the visible edges of the Track View. If the entire project is displayed the Loop Region is set to the ends of the project.

Set Loop to Whole Project

This option sets the Loop Region to the ends of the project.

Loop Region Space Shortcut Menu

The Loop Region Space shortcut menu is reached by right-clicking on the empty area above the Beat Ruler, but not on the Loop Region itself. The options on this shortcut menu are explained below:

Drop Marker (<M>)

This command adds a new Marker at the cursor position.

Play Looped (<L>)

This option toggles the looped playback mode on and off.

Set Loop to View

This option sets the Loop Region to the visible edges of the Track View. If the entire project is displayed the Loop Region is set to the ends of the project.

Set Loop to Whole Project

This option sets the Loop Region to the ends of the project.

Enable Snap To

This command enables snapping.

Snap To

This option displays a list of possible snap resolutions.

Time Ruler Shortcut Menu

The Time Ruler shortcut menu is reached by right-clicking on the Time Ruler. For information on the specific formats available, please refer to "Time Ruler Format" under the "Options Menu" section of this manual.

Tempo and Key Change Shortcut Menu

The Tempo and Key Change shortcut menu is displayed by right-clicking on a Tempo or Key Change Marker. The options on this menu are explained below:

Tempo Change

This option toggles the tempo change property of the Tempo and Key Change Marker on and off.

Key Change

This option toggles the key change property of the Tempo and Key Change Marker on and off.

Go To

This command moves the cursor to the Tempo and Key Change Marker position.

Edit

This command puts the Tempo and Key Change Marker into an editable mode.

Delete

This command clears the Tempo and Key Change Marker.

Tempo and Key Change Space Shortcut Menu

The Tempo and Key Change Space shortcut menu is displayed by right-clicking in the empty space below the Time Ruler, but not on a Tempo or Key Change Marker. The options on this shortcut menu are explained below:

Add Tempo Change (<T>)

This command adds a Tempo Change Marker at the mouse position.

Add Key Change (<K>)

This command adds a Key Change Marker at the mouse position.

Add Tempo and Key Change (<Shift> + <T>)

This command adds a Tempo and Key Change Marker at the mouse position.

Go To

This command moves the cursor to the Tempo and Key Change Marker position.

Edit

This command puts the Tempo and Key Change Marker into an editable mode.

Delete

This command clears the Tempo and Key Change Marker.

Marker Shortcut Menu

The Marker shortcut menu is displayed by right-clicking on a Marker. The options on this shortcut menu are explained below:

Go To

This command moves the cursor to the Marker position.

Rename

This command puts the Marker into an editable mode.

Delete

This command clears the Marker.

Folder Shortcut Menu

The Folder shortcut menu is displayed by right-clicking on a folder in the Media Explorer. The options on this shortcut menu are explained below:

Add as Library Folder

This command creates a Library Folder from the selected folder.

Explore

This command opens a Windows Explorer window of the currently selected folder, or the parent folder of the currently selected file in the Media Explorer. This is a useful feature for quickly renaming or deleting files, since ACID Style's Media Explorer cannot perform these actions.

Refresh

This command updates the Media Explorer window to include any changes in the drive or folder structure.

Library Folder Shortcut Menu

The Library Folder shortcut menu is reached by right-clicking on a Library Folder in the Media Explorer. The options on this shortcut menu are explained below:

Remove Library Folder

This command removes the selected Library Folder from the Media Explorer.

Explore

This command opens a Windows Explorer window of the currently selected folder, or the parent folder of the currently selected file in the Media Explorer. This is a useful feature for quickly renaming or deleting files, since ACID Style's Media Explorer cannot perform these actions.

Refresh

This command updates the Media Explorer window to include any changes in the drive or folder structure.

Meters Shortcut Menu

The Meters shortcut menu is displayed by right-clicking on the meter on the right side of the Media Explorer page. The options on this shortcut menu are explained below:

Reset Clip

This command resets the Clip Indication at the top of the meters, if it has been lit.

Meter Range

These options select the displayed level range of the meters. Choosing a wide range allows you to see lower level signals at the expense of precision display at high levels.

Show Labels

This option toggles the meter level labels on and off.

Hold Peaks

When this option is selected, the highest peak levels are held on the meter with a thin line.

Hold Valleys

When this option is selected, the lowest peak levels are held on the meter with a thin line.

Keyboard Shortcuts

ACID Style contains numerous keyboard shortcuts that make editing and navigation faster. These keyboard shortcuts are listed below:

General

Press	To
<Ctrl>+<N>	New
<Ctrl>+<O>	Open
<Ctrl>+<S>	Save
<Alt>+<Enter>	Properties
<Alt>+<F4>	Exit
<Ctrl>+<Z>	Undo (except in Media Explorer)
<Alt>+<Backspace>	Undo (except in Media Explorer)
<Ctrl>+<Shift>+<Z>	Redo
<F1>	Help Contents and Index
<Shift>+<F1>	Enable What's This? Help
<Esc>	Cancel operation
<Shift>+<F10>	Display shortcut menu for whatever has focus

Track View

Press	To
<Ctrl>+<R>	Record
<Ctrl>+<G>	Go To
<Ctrl>+<A>	Select All Events
<Ctrl>+<Shift>+<A>	Unselect All Events
<M>	Drop Marker
<T>	Add Tempo Change
<K>	Add Key Change
<Shift>+<T>	Add Tempo and Key Change
<I>	Set start of Loop Region to cursor position
<O>	Set end of Loop Region to cursor position if later than start, otherwise set start of Loop Region
<Ctrl>+<L>	Set Loop Region to the size of the Track View. Pressing again will toggle back to original position
<Shift>+<L>	Set Loop Region to the entire project. Pressing again will toggle back to original position

Track List

Press	To
Numpad -	Pitch down 1 semitone
Numpad +	Pitch up 1 semitone
<Ctrl> + Numpad -	Pitch down 1 octave
<Ctrl>+Numpad +	Pitch up 1 octave
<Shift>+Numpad -	Pitch down 4 semitones (Windows NT only)
<Shift>+Numpad +	Pitch up 4 semitones (Windows NT only)

Press	To
Numpad *	Reset pitch
Left Arrow	Decrease fader value
Right Arrow	Increase fader value
Up Arrow	Move Track selection up one Track
Down Arrow	Move Track selection down one Track
<Shift>+Up or Down Arrow	Multi-select Tracks
<Page Up>	Move Track selection up one "page" of Tracks
<Page Down>	Move Track selection down one "page" of Tracks
<Ctrl>+<A>	Select all Tracks
<Ctrl>+<Shift>+<A>	Unselect all Tracks
<Delete>	Delete Track
<F2>	Edit Track name

Event Editing

Press	To
<Ctrl>+<X>	Cut
<Shift>+<Delete>	Cut
<Ctrl>+<C>	Copy
<Ctrl>+<Insert>	Copy
<Ctrl> +<V>	Paste
<Shift>+<Insert>	Paste
<Ctrl>+<Shift>+<V>	Paste Insert
<Delete>	Delete Events
<D>	Cycle through edit tools
<Shift>+<D>	Cycle backward through edit tools
<Ctrl>+<D>	Select Draw tool
<J>	Join selected Events

Press	To
\<S\>	Split Event at cursor
Numpad -	Pitch down 1 semitone
Numpad +	Pitch up 1 semitone
\<Ctrl\>+Numpad -	Pitch down 1 octave
\<Ctrl\>+Numpad +	Pitch up 1 octave
\<Shift\>+Numpad -	Pitch down 4 semitones (Windows NT only)
\<Shift\>+Numpad +	Pitch up 4 semitones (Windows NT only)
Numpad *	Reset pitch
\<Shift\> while dragging an event	Temporarily disable Snap To
\<F2\>	Display Properties page for Event

Playback

Press	To
Space bar	Play/Stop with focus in Track View
\<Shift\>+Space bar	Play All/Pause with focus in Track View
\<Ctrl\>+\<P\>	Play/Stop with focus anywhere
\<Ctrl\>+Space bar	Play/Stop with focus anywhere
\<Ctrl\>+\<Shift\>+Space bar	Play All with focus anywhere
\<Enter\>	Pause
\<Ctrl\>+\<Enter\>	Pause with focus anywhere
\<L\>	Play Looped on/off

Navigation

Press	To
<Home>	Move cursor to start of project
<End>	Move cursor to end of project
<W>	Move cursor to start of project
<E>	Move cursor to end of project
Left or Right Arrow	Move cursor 1 pixel
<Ctrl>+Left or Right Arrow	Move cursor to next or previous Marker. If no Markers exist, go to Start or End of project

If Loop Region is Active:

<Home>	Move cursor to start of Loop Region
<End>	Move cursor to end of Loop Region
<W>	Move cursor to start of Loop Region
<E>	Move cursor to end of Loop Region
<Ctrl>+<Home>	Move cursor to start of project
<Ctrl>+<End>	Move cursor to end of project

When Snap To is disabled:

<Page Up> or <Page Down>	Move cursor by small increments
<Ctrl>+<Page Up> or <Page Down>	Move cursor by large increments
<Page Up> or <Page Down> <Page Down>	Move cursor by Beat Ruler markings
<Ctrl>+<Page Up> or	Move cursor by 4 Beat Ruler markings
Number Keys (not Numpad)	Move cursor to corresponding Marker

Magnification and View

Press	To
Up or Down Arrow	Zoom time in/out small increments
<Ctrl>+Up or Down Arrow	Zoom time in/out large increments
<Shift>+Up or Down Arrow	Zoom Track height in/out small increments
<Ctrl>+<Shift>+ Up or Down Arrow	Zoom Track height in/out large increments
<F9>	Zoom Normal
<Shift>+<F9>	Zoom Edit
<Ctrl>+<F9>	Zoom Overview
<Ctrl>+<Shift>+<F9>	Zoom In Full
<F6>	Switch focus through all parts of ACID Style window
<Shift>+<F6>	Switch focus backwards through all parts of ACID Style window
<Ctrl>+<Tab>	Cycle through Explorer and Properties pages
<Ctrl>+<Shift>+<Tab>	Cycle backward through Explorer and Properties pages
<C>	Center cursor in Track View
<Ctrl>+<T>	Focus to Track View
<Alt>+<0>	Focus to Track View
<Alt>+<1>	Display Media Explorer page
<Alt>+<2>	Display Properties page

Miscellaneous

Press	To
<F8>	Enable or disable Snap To
<Ctrl>+<E>	Explore current folder (in Media Explorer)

Frequently Asked Questions

This section offers answers to some of the more frequently-asked questions about ACID Style.

Why do my own Loops sometimes play a lot faster or slower than I intended?

When a loop is not "ACIDized," ACID Style has to make logical guesses about the tempo of a file. Sometimes it will guess incorrectly. Usually if it does guess incorrectly, it will guess that there are half as many beats in the file as there really are. This kind of error will cause the loop to play twice as fast as it should.

To remedy this problem, click on the Track tab in the Properties page. Increase or decrease the Number of beats control until the Loop plays at the correct tempo. Disk-based Tracks can also exhibit this behavior. Adjust the *Stretch from tempo* control to indicate the correct original tempo of the file.

Why do some of my Loops sound like they have been put through an Echo effect?

You may be trying to slow down the tempo of a fast Loop too much.

ACID Style is really good at time compressing and expanding files, however, it can't work magic. A 140 bpm Loop is not going to sound very good at 90 bpm. Extreme slow downs in tempo can create echo effects.

Why does my ACID Style project skip or gap during playback?

Skipping and gapping in the audio during playback can be caused by several things. The most common cause is a lack of RAM. Most of the audio that you deal with in ACID Style will be stored in RAM. If you open a lot of files, RAM can be eaten up quickly. If too much of your physical RAM is being used, Windows will start "swapping" out RAM to your hard drive. If this happens to your Loops, ACID Style will most likely gap when it has to swap the audio back into RAM.

There is a handy RAM usage meter at the bottom of the ACID Style window. If the meter ever reaches the red stage, you might experience audio gapping.

Another reason for audio gapping might be playing too many Disk-Based Tracks at once. ACID Style is not optimized to play more than one or two stretched Disk-Based Tracks at a time. Unstretched Disk-Based Tracks will perform better, but will still top out at four or five, depending on your system configuration.

If your CPU can't keep up with all of the processing that is happening in real time, you will have to cut back on the amount of real-time processing or upgrade your CPU.